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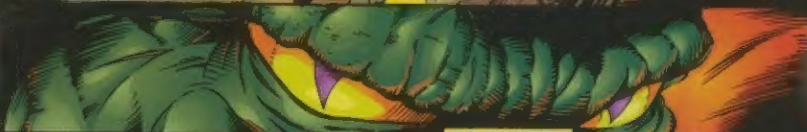
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THIS IS THE SUBTERRANEAN
REALM OF KUATZAN, A
PROVINCE OF OUTWORLD.


IN THIS DARK AND DANGEROUS
PLACE, SPECIES FALL INTO JUST
TWO CATEGORIES...



THE HUNTED...



...AND THE HUNTERS.



NOWHERE ON EITHER
EARTH OR HERE ON
OUTWORLD...


...IS NATURAL SELECTION
SO COLD AND BRUTAL.



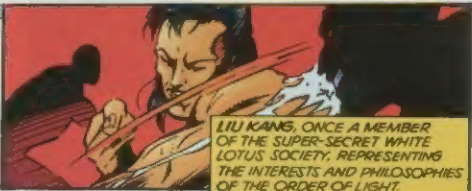
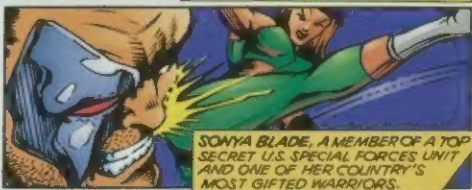
MORTAL KOMBAT®

LIGHT & DARKNESS

- writer • CHARLES MARSHALL
- penciller • PATRICK ROLO
- inker • BOBBY RAE
- letterer • DAVE LANPHEAR
- color design • SCOTT SAVA
- interior color • 'BU TONES
- editor • MARK PANICCIA



RAYDEN?
WHAT BRINGS
THE THUNDER
GOD TO GORO'S
LAIR?



AN INVITATION
FOR YOU TO JOIN
THOSE WHO ARE
FIGHTING ON THE
SIDE OF THE
LIGHT.

THEY ARE
TRAINING NOW,
READYING THEIR
BODIES AND
SPIRITS FOR
THE RIGORS OF
MORTAL
KOMBAT.

AND WITH
MIGHTY GORO
ON THEIR
SIDE...

...THE TREACHERY
OF SHANG TSUNG COULD
BE ENDED FOREVER.

I'VE TOLD
YOU BEFORE, STORM
WARRIOR: I AM A
CREATURE OF
DARKNESS.

THE LIGHT
BOTHERS ME.

YOU
BOTHER
ME.



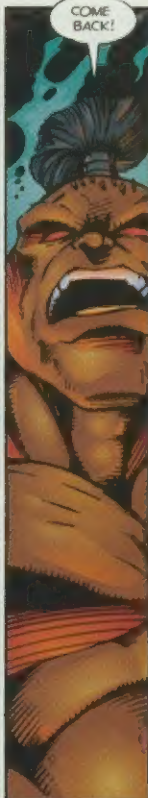
THEN OUR
DISCUSSION
IS OVER, VILE
ONE.

IN THE DARK DAYS
TO COME, REMEMBER
THAT THINGS *COULD*
HAVE GONE DIFFERENTLY,
GORO.

UMPPHHH



THAT YOU
HAD ONE LAST
CHANCE TO TURN
AWAY FROM
THE ABYSS...



COME
BACK!



...BUT NOW THAT
OPPORTUNITY IS
GONE FOREVER.



WE SHALL
MEET AGAIN,
GORO. FOR THE
FATES HAVE
DECREED IT.

AND THIS...
THIS HAS
MERELY
BEEN...

...THE CALM
BEFORE THE
STORM.

FOLLOW THE CONTINUING
ADVENTURES OF THE WORLD'S
GREATEST WARRIORS IN
MALIBU COMICS'

**MORTAL
KOMBAT**

A MORTAL KOMBAT Mini-Series from Malibu Comics

BATTLE WAVE

Begins February 1995



MORTAL KOMBAT

BATTLEWAVE

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WHILE HE LIVED, HE WAS NINJA. YET HIS TRUE NAME AND ORIGIN WERE NEVER KNOWN BY ANYONE.

HE WAS KILLED IN BATTLE, YET HIS SPIRIT LIVES ON, SEEKING VENGEANCE.

CALL HIM SCORPION!

GET OVER HERE!

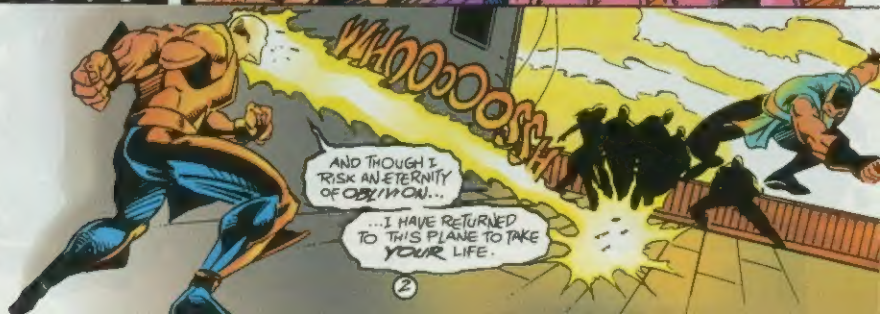
AND AS WITH HIS ADAMANT NAMESAKE, YOU SHOULD ALWAYS BE CAREFUL WHEN NEAR HIM.

CAREFUL OF THE SCORPION'S STING.

MORTAL KOMBAT

KOMBATANTS

writer	• CHARLES MARSHALL
penciller	• PATRICK ROLO
inker	• SCOTT REED
letterer	• DAVE LANPHEAR
colorist	• SCOTT SAVA
editor	• MARK PANICCIA



BOLD WORDS.
SHOUL. BUT I AM
ONE OF THE LIN
KUEI.

WORDS
WILL NOT
STOP ME...

...AND YOU WILL
NOT STOP ME.

"FOR YOU TO KILL
ME, YOU WILL FIRST
HAVE TO BECOME
SOLID."

AND WHEN
YOU BECOME
SOLID...

...THEN
YOU CAN BE
BROKEN.



WE'LL DONE MY
MOST WORTHY FOE
WE'LL DONE

YOU WON THIS
TIME, BUT I ONLY NEED
WIN ONCE.

AND THEN
THE LAST LAUGH
SHALL BELONG TO
SCORPION

WHENEVER
YOU COME, GOBLIN,
YOU WILL FIND SUB
ZERO READY



I'VE
NEVER
SEEN
ANY
THING
LIKE
THAT

LIKE SOMETHING
OUT OF A HORROR
MOVIE

LOOK! HE'S DRIFTING
APART DISSIPATING

HE TRULY
IS OF THE
SPIRIT
REALM



HE IS TOO ASHAMED
TO GO TO HIS CLAN'S
ETERNAL VICTORY
HALL

UNTIL HE EXACTS
REVENGE FROM THE NINJA
WHO ENDED HIS LIFE.

GO THEN
GO AND FIGHT
FOR HONOR AND
GLORY IN THE GREAT
MORTAL KOMBAT
TOURNAMENT HERE
ON SHANG TSUNG'S
ISLAND

BUT KNOW YOU
THIS: WHATEVER
VICTORY YOU
ACHIEVE SHALL BE
FLEETING

FOR
DEATH IS
WAITING IN
THE WINGS

FOLLOW THE CONTINUING
ADVENTURES OF THE WORLD'S
GREATEST WARRIORS IN
MALIBU COMICS'

**MORTAL
KOMBAT**

HE IS NOT WHAT HE APPEARS TO BE
A 2,000-YEAR OLD HALF-HUMAN DRAGON

HE IS ONE FEET OF MUSCLE AND
POWER AND DESTRUCTION. HE HAS
REMAINED UNDEFEATED IN BATTLE
FOR OVER 500 YEARS

HE WON THE TITLE OF GRAND MASTER
BY DEFEATING KUNG LAO, A FIGHTING
MONK FROM THE ANCIENT ORDER
OF LIGHT

MASTER - TELL
BORO WHAT YOU
WANT HIM TO DO

TELL BORO
WHOM YOU WANT
HIM TO
DESTROY

THOSE ARE THE FACTS, BUT THERE
S ONE MORE THING TO KNOW
ABOUT SHANG TUNG S
NON-STOLEN SERVANT

WANT HIM S
TO FEAR HIM
BUT

MORTAL KOMBAT

MORTAL FEAR

CHARLES MARSHALL
PATRICK ROLO
LARRY WELCH
PATRICK OWSLEY
SCOTT SAVA
BU TONES
MARK PANICIA

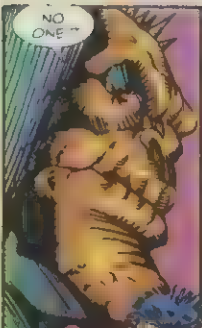
• writer
• penciller
• inker
• letterer
• colorist
• color team
• editor



EXCELLENT GORO
YOU ARE MY MOST
TRUSTWORTHY
ASSISTANT

WITH YOU AND MY
ELITE PERSONAL
GUARD FORCE

NO ONE WOULD DARE
INVADE THE PRIVACY OF
MY ISLAND FORTRESS

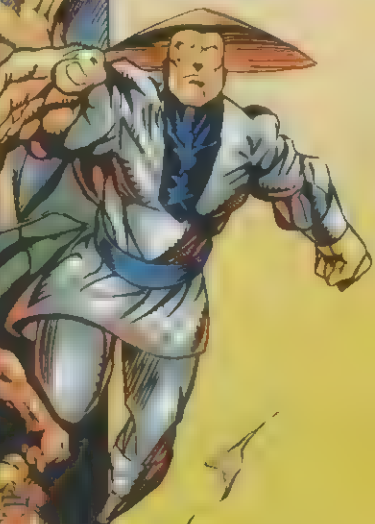


NO
ONE



IT'S GORO NOW
EASY TO READ
YOUR MIND

WE HAVE NOTHING
TO WORRY ABOUT
MY FRIEND



IT IS TRUE THAT THERE
ARE THOSE WHO WOULD
THWART MY PLANS

THEIR MISSION IS THE
ONLY COMMON BOND
THEY HAVE SAVE FOR
EXCEPTIONAL FIGHTING
PROWESS

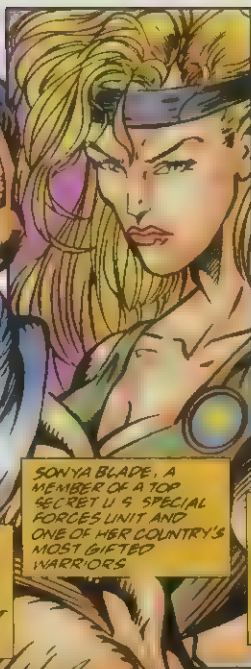




JOHNNY CAGE-- THE MARTIAL ARTS MOVIE STAR TRAINED BY GREAT MASTERS FROM AROUND THE WORLD. HE WASTES HIS CONSIDERABLE TALENTS ON FILMS LIKE DRAGON FIST AND SUDDEN VIOLENCE.



KANO THE MERCENARY MEMBER OF THE BLACK DRAGON-- A DANGEROUS GROUP OF CUT-THROAT MADMEN FEARED AND RESPECTED THROUGHOUT ALL OF CRIME'S INNER CIRCLES.



SONYA BLADE, A MEMBER OF A TOP SECRET U.S. SPECIAL FORCES UNIT AND ONE OF HER COUNTRY'S MOST GIFTED WARRIORS.



I'M UNCERTAIN OF SUB-ZERO'S BACKGROUND, BUT BASED ON THE MARKINGS OF HIS UNIFORM, HE PROBABLY BELONGS TO THE LIN KUEI, A LEGENDARY CLAN OF CHINESE NINJAS.




LILI KANG WAS ONCE A MEMBER OF THE SUPER-SECRET WHITE LOTUS SOCIETY AND CONTINUES TO REPRESENT THE INTERESTS AND PHILOSOPHIES OF THE ORDER OF LIGHT.



SCORPION'S TRUE NAME AND ORIGIN ARE NOT KNOWN, BUT MY SENSES TELL ME THAT HE IS NOT TRULY ALIVE. HE IS DEADLY, THOUGH VERY DEADLY.



THE NAME RAIDEN IS ACTUALLY THAT OF A DEITY KNOWN AS THE THUNDER GOD. HE BACKS HIS OWN CHAMPIONS THOUGH HE CANNOT COMPETE IN MORTAL KOMBAT.



EACH OF THEM HAS HIS OWN AGENDA BUT THEY ALL WISH TO STOP ME TO DO SO THEY MUST FIGHT THEIR WAY THROUGH MY PERSONAL GUARDS

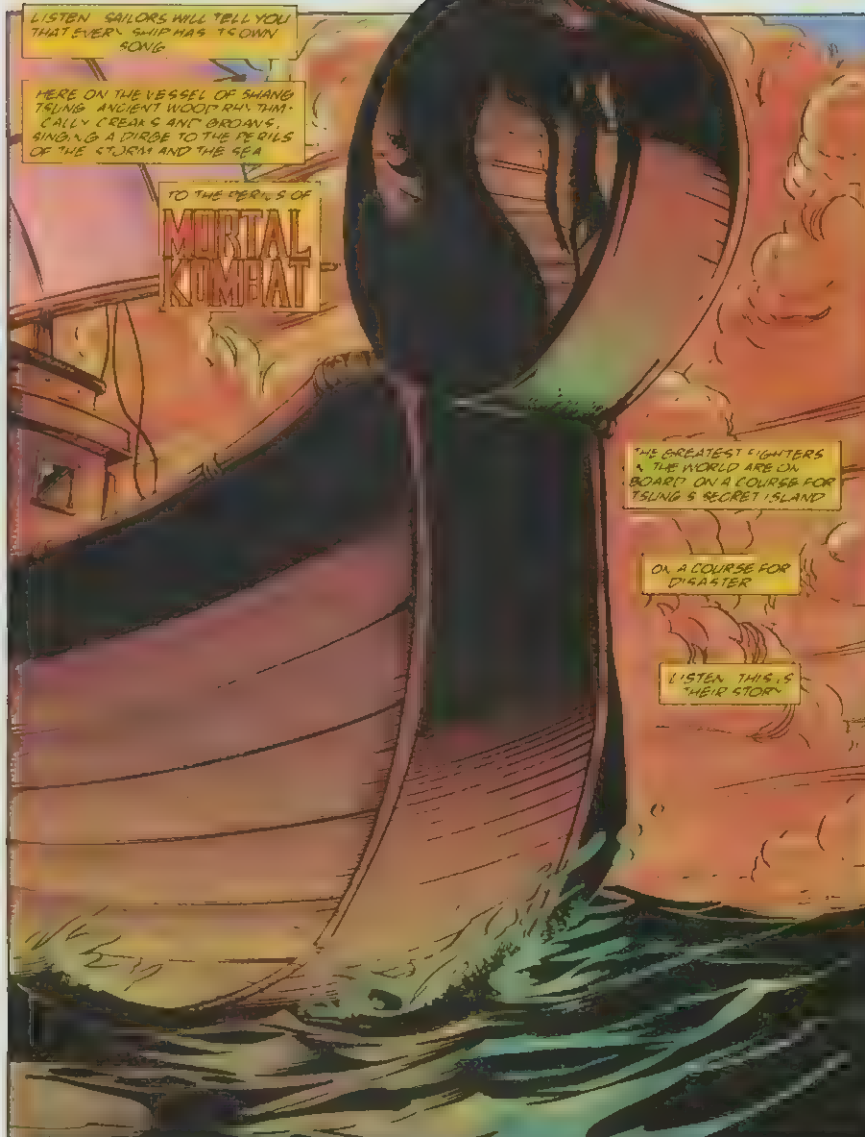
...AND THEY MUST DO THE IMPOSSIBLE AND DEFEAT MIGHTY BORO

AND THEN SHOULD THEY SOMEHOW ACCOMPLISH ALL OF THAT

THEY WOULD HAVE TO DEAL WITH SHANG TSUNG HIMSELF

HAHAHAHAHA

FOLLOW THE CONTINUING ADVENTURES OF THE WORLD'S GREATEST WARRIORS IN MALIBU COMICS' **MORTAL KOMBAT.**



LISTEN SAILORS WILL TELL YOU
THAT EVERY SHIP HAS ITS OWN
SONG.

HERE ON THE VESSEL OF SHANG
TSUNG ANCIENT WOOD RHYTHMI-
CALLY CREAKS AND GROANS,
SINGING A DIRGE TO THE PERILS
OF THE STORM AND THE SEA.

TO THE PERILS OF
**MORTAL
KOMBAT**

THE GREATEST FIGHTERS
IN THE WORLD ARE ON
BOARD! ON A COURSE FOR
TSUNG'S SECRET ISLAND.

ON A COURSE FOR
DISASTER.

LISTEN THIS IS
THEIR STORY.

BETWEEN THE DEVIL AND THE

**DEEP BLUE
SEA**

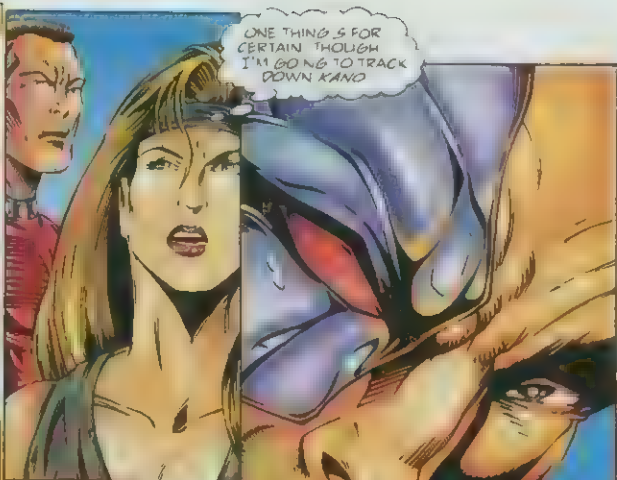
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HER NAME IS SONYA BLADE



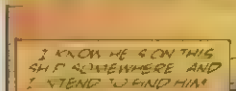
I MANAGED
TO GET A CALL
IN FOR A BACK-
UP UNIT

BUT I'M NOT
SURE THEY'LL BE
ABLE TO END US

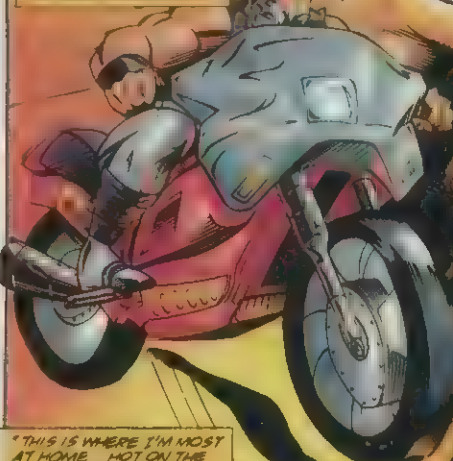


ONE THING'S FOR
CERTAIN THOUGH
I'M GOING TO TRACK
DOWN KANO

SHE'S THE LEADER OF A
U.S. SPECIAL FORCES
UNIT AND A VERY GIFTED
FIGHTER IN HER OWN RIGHT



I KNOW HE'S ON THIS
SHIT SOMEWHERE AND
I INTEND TO FIND HIM



"THIS IS WHERE I'M MOST
AT HOME NOT ON THE
TRAIL OF A WANTED
CRIMINAL



AND LIKE THEY SAY
ABOUT THE ROYAL
CANADIAN
MOUNTIES

" I ALWAYS
GET MY KICK

HIS NAME IS
GIL KANG

ALL MY LIFE I'VE
HEARD ABOUT THIS
TOURNAMENT

THOUGH
SOMETIMES I
DOUBTED IT
ACTUALLY
EXISTED.

HE HAS RETURNED FROM AMERICA
TO FIGHT FOR HIS TEMPLE... THE
ORDER OF LIGHT

EVEN THOUGH THEY HAVE
ANOTHER CHAMPION ON
WHOM THEY'VE PINNED
ALL THEIR HOPES

TWIN FIGHTING MONKS
SING AND SANDO... WHO
CAN COMBINE THEIR
MINDS AND BODIES TO
BECOME ONE BEING
SIANG

THE PRIESTS OF THE ORDER OF
LIGHT BELIEVE SIANG IS THEIR
BEST HOPE FOR REGAINING
THE TITLE

THEIR
ONLY
HOPE

I INTEND TO
PROVE THEM
WRONG

CALL HIM
SUB ZERO

THROAT BURNING LIKE
FIRE IT CAN ONLY MEAN
ONE THING

HE IS HERE

TWO YEARS AGO THIS MAN HE KILLED
ANOTHER NINTENDO KILLER NAMED SCORPION

KILLED HIM BUT DID
NOT FINISH HIM

HIS SPIRIT HAS RETURNED
AND IT SEEKS REVENGE

HIS LIN KUEI CLAN
WOULD NOT APPROVE
OF THE FEAR THAT
GNAWS AT HIM

STILL HIS HEART IS FILLED
WITH TREPIDATION AS HE
PONDERS THE QUESTION

HOW DO YOU KILL
A GHOST?

HE SIGNED HIS
AL TEL. CREDITING
TOMMY
CAGE

IT'S ALMOST FUNNY ON
FILM I'M THE TOUGHEST
GUY AROUND

BUT NOBODY THINKS I
CAN REALLY FIGHT

HE HAS MADE MORE THAN A
COMFORTABLE LIVING AS A
BOX OFFICE STAR BUT NOW HE
WANTS SOMETHING MORE


SHOULD BE BACK HOME
WORKING ON MY NEXT
FILM, AT LEAST THAT'S
WHAT MY PEOPLE TOLD
ME

CAGE

EVERYBODY
DON'T ALWAYS
LISTEN TO MY
PEOPLE

WHAT THEY DON'T UNDERSTAND
IS THAT THIS COULD BE MY
GREATEST ROLE EVER

THIS IS WHERE
LEGENDS ARE
MADE



IT'S NOT HIS REAL NAME BUT YOU
CAN CALL HIM HATAANO

AT FIRST I THOUGHT
IT WAS A GOOD DEAL TO
ACCEPT THE INVITATION
TO THIS TOURNAMENT

BUT NOW I'M
NOT SO SURE

HE IS PART OF THE
BLACK DRAGON, THE
LARGEST CRIMINAL
ORGANIZATION IN
THE WORLD

I'VE ALREADY GOT SONJA
BLADE ON MY CASE NOT
THAT THAT'S A BIG DEAL

BUT THAT BORO
CREATURE AND
SHANG SUNG
I DON'T KNOW

FOR YEARS I'VE
SENSE FEAR IN
EVERY OPPONENT
I'VE EVER FACED

BUT SOMETHING TELLS
ME THAT HERE HERE
ON THIS DESERTED
ISLAND I WON'T
SEE MUCH FEAR

UNLESS
IT'S MY
OWN

MEN CALL HIM RAYDEN

AGAIN THE STORM
RISES AND ONCE
AGAIN IT IS TIME

TIME FOR
MORTAL
COMBAT

HE CANNOT FIGHT
IN THE TOURNAMENT...
HE IS A GOD,
AFTER ALL

BUT HE MAY CHOOSE
AND AID HIS OWN
CHAMPIONS

HE IS THE GOD OF
THUNDER THE LIGHT
BRINGER THE STORM
WARRIOR

HE HAS BEEN CHARGED
BY HIS FELLOW GODS
WITH THIS TASK

HE MUST FIND A WAY TO
END THE TREACHERY OF
SHANG TSUNG

ALL THAT'S AT STAKE IS THE
FATE OF THE EARTH



LISTEN THE SONG GROWS
LOUDER, MORE DEFINED

THE WAVES CRASH STEADILY
BENEATH A RAGLEAT OF
THUNDER

SOON THE JOURNEY WILL
BE OVER AND THE SONG
WILL BEGIN IN EARNEST

A CHORUS OF TONGUES,
CULLED OUT ONE BY ONE
UNTIL ONLY A SOLO
VOICE REMAINS

FOR THE FINAL
VICTORY SHALL
BELONG ONLY
TO ONE

V. STAN



You are cordially invited
to participate in
Mortal Kombat.
Join us for the monthly
adventures from
Malibu Comics.

Do We Have An Attitude?

Sure. Doesn't everybody?
INTERACT controllers by STD are

loaded with **ATTITUDE**. Whether you're into SEGA or SNES, our game pads give you the edge you need... play with an attitude. Play with INTERACT controllers by STD.

SN PROPAD For Super Nintendo



SG & SN PROPADS 6 Hi-Performance Fire Buttons!

**Semi and Hands-Free
Turbo Fire** — gives you two ways to shred 'em to pieces.

Slow Motion — direct your opponent's game plan. Then watch 'em squirm.

Extra Long Cord — now you can play from your favorite recliner.

Clear Casing — so you can check out the guts.

Turbo Auto-Fire — for high speed fire power that won't wear out your thumb.

SG PROPAD For Sega Genesis



SG PROPAD

Slow Motion — feelin' the heat? Take control and set your own pace.

4-Button Arcade Layout — that familiar arcade feel comes home. Wouldn't you rather thrash your opposition on your own turf anyway?

Programmable Fire Buttons — now you can jump, punch, kick and slam... with the press of one button!



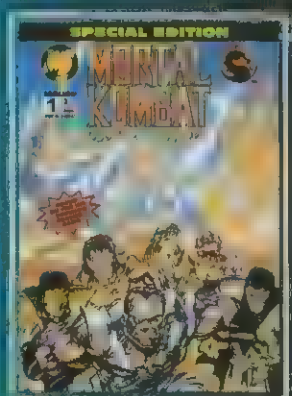
Play with an attitude!

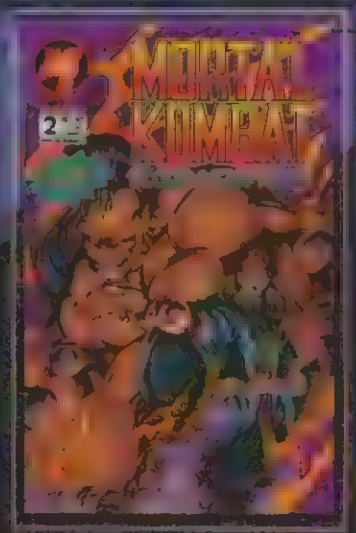
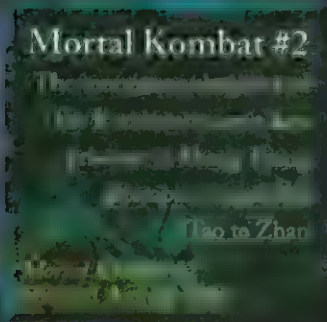
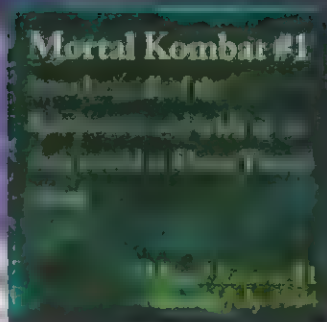
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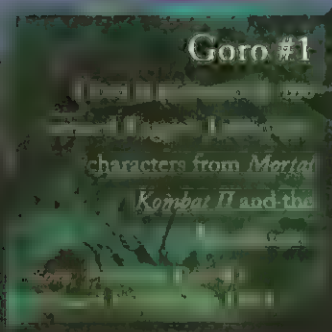
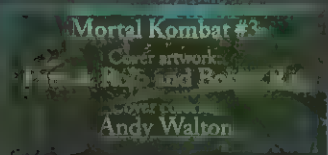
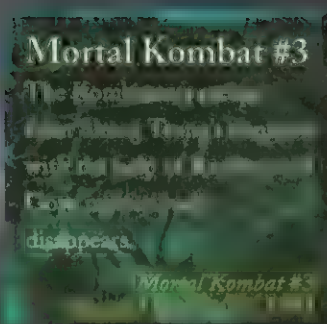
MORTAL KOMBAT

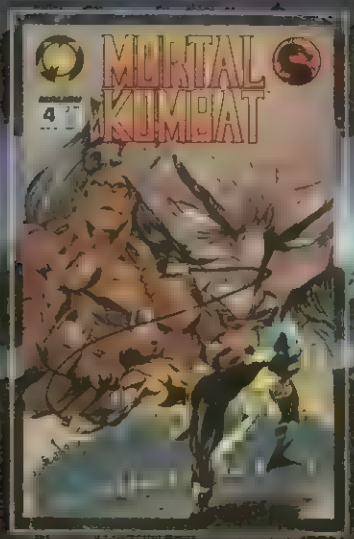
Cover Gallery





MORTAL KOMBAT
Cover Gallery





Mortal Kombat #4

The Kombatants have

own team

Mortal Kombat #4

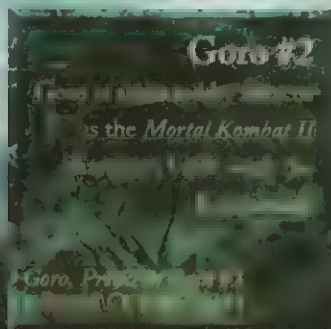
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Cover coloring:
Sean Martinez

Goro, Prince of Pain #2

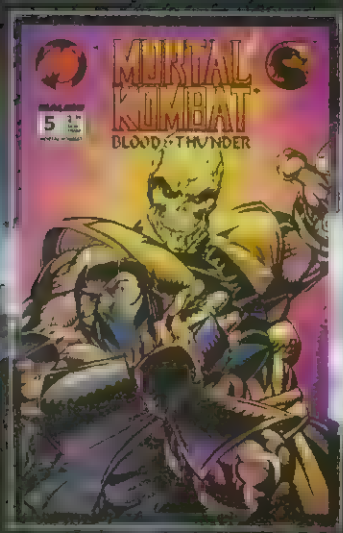
Cover artwork:
Ray Gunderson and Jim

Cover coloring:
Renee Pulver



MORTAL KOMBAT

Cover Gallery



Mortal Kombat #5

back from Outworld

Mortal Kombat #5

Cover artwork
Shane and Rich

Cover coloring
Chris Young

Goro, Prince of Pain #1

Cover artwork
Shane and Rich

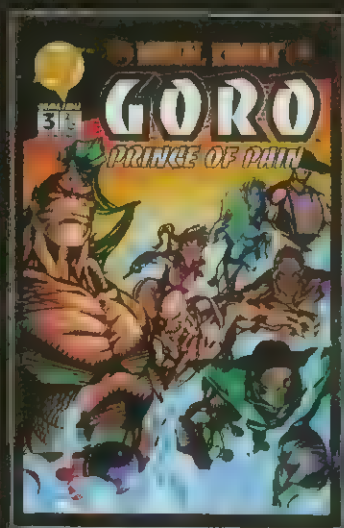
Cover coloring
Renee Pulver

Goro #3

Goro and the Mortal

as pawns

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Mortal Kombat #6

Cover artwork:

Wayne Rozko and Richard E. Smith

Cover colorist:

Chris Young

Mortal Kombat #6

The Blood-Soaked Finale

With the Blood-Soaked Finale

The Blood-Soaked Finale

before the Tournament

Edition

Tournament Edition

Cover artwork:

Wayne Rozko and Richard E. Smith

Cover colorist:

Chris Young

Tournament Edition

The Blood-Soaked Finale

With the Blood-Soaked Finale

The Blood-Soaked Finale

before the Tournament

Edition

Released December 1



MORTAL KOMBAT

Cover Gallery



John Tobias (Right) and Ed Boon
(Left) Co Designers of *Mortal Kombat*
Kombat the Video Game

INTERVIEW! *PAGE*

The **MORTAL KOMBAT®** of John Tobias

An Interview with the Co-designer of **MORTAL KOMBAT**

By Robert J. Sodoro

You've got the hottest arcade game on the planet burning up the charts and crushing all opposition, You've successfully translated it and put it into a one-shot mail-order comic, and the home video game market. You've just released the *Mortal Kombat II* video game, the sequel to your still best-selling *Mortal Kombat*, and there's talk about a live-action tour as well as a live-action movie. What now? Well, if you're John Tobias and Ed Boon, why not turn it into a Malibu comic book as well?

Sodoro: Could you tell us a little of the background of how you developed *Mortal Kombat*?

Tobias: Ed and I wanted to do a fighting game, similar to a game called *Karate Champ*. We wanted to do a game that had head-to-head fighting in it. We threw that idea around a little bit, then we put our proposal in. We were both working on other projects at the time so it was going to be a while before we got started. Then a game called *Street Fighter II* came out that was exactly the head-to-head fighting that we wanted to do and that was successful enough that it spurred our people here enough to say, "Go ahead, do a fighting game." We finished the projects we were working on and started working on it.

Sodoro: When was that?

Tobias: That was in '91. The first game took us eight or nine months, which is pretty quick for a video game. Normally it takes a little over a year.

Sodoro: Does it disturb you at all that people are claiming your game is way too violent? Or is that just people overreacting?

Tobias: It's media hype. I think violence is an issue when it comes to an eight-year old playing the game, but an eight-year old shouldn't be playing the game. Acclaim, the company that released it for the home, did everything they could. Sega put ratings on it. They took the gory parts of the game out of the Nintendo version. They did everything they could to address the issue. If a parent thinks it's too violent for their nine-year old then they shouldn't buy it. It's a \$70.00 game. No kid is walking into Toys 'R Us, plopping seventy bucks down, and buying the game.

Sodoro: Can you give us some tips on how to play the game?

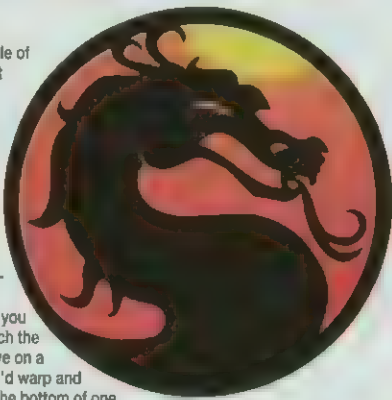
Tobias: (Pause) Practice. There's all kinds of secret moves and stuff. That's more a question geared to my partner who knows most of that stuff. In *Mortal Kombat II*--I think all the hidden stuff in *Mortal Kombat* has been figured out--but in the second game there's tons of stuff that we buried under the game.

Sodoro: Like what, for instance? Can you give us any clues?

Tobias: Secret characters, and there's a lot of little things that you can do that it's going to be a while before people figure out how to find a hidden background or a hidden character.

Sodoro: Could you give us an example of something that was hidden in the first game?

Tobias: In the first one there wasn't that much hidden stuff. The most popular thing was a character called Reptile. We have these two ninjas, Sub-Zero and Scorpion. We took a ninja, tinted his pallet green, and called him Reptile. There were certain things you had to do to get a match with him. It happened in a one-player game. Something had to fly in front of the moon in the background, you had to get two flawless victories, touch the block button, perform a finishing move on a certain level, then all of a sudden you'd warp and you'd fight this Reptile character on the bottom of one





INTERVIEW! PAGE

of the backgrounds called The Pit. It actually wasn't discovered for six months. Some kid miraculously found it by accident.



Sodaro: I would imagine you would have to have some of those things happen by accident.

Tobias: It's amazing because the players are incredible. We've hidden stuff in the second game that we thought they weren't going to find for three months. The game was only out two weeks and somebody found it. There's a lot of these computer networks and they're always putting up new hints. The players are incredible about finding stuff. They haven't found nearly everything that's hidden in the second one yet.

Sodaro: How many things are hidden in the second game?

Tobias: It's kind of vague because fatalities are considered hidden, and I think they found the majority of those. If I said over a hundred that wouldn't be overdoing it.

Sodaro: What's the half-life of an arcade game? How long do they stay hot?

Tobias: A game can be hot for years. Normally what happens is a game will come out and do well for the first couple of months. Then another game will come out. It's like the movies; a movie comes out and it's number one at the box office for a couple of weeks, then another new movie will come out. *Mortal Kombat* came out and did really well in the arcades. It depends on the arcade, but we've seen *Mortal Kombat* earn upwards of \$1,600 a week. *Mortal Kombat* was tops for six or seven months. It was eventually beaten by another game we put out here called *NBA Jam*! Eventually *NBA Jam*! slipped and *Mortal Kombat* was number one again, and that was amazing because that was 14 months later.

Sodaro: How did it get translated into a comic book?

Tobias: I had been doing comic books prior to working here.

Sodaro: What were you doing?

Tobias: I hadn't done that much. I did *The Real Ghostbusters* for Now Comics for a year-and-a-half. That was a real cartoony thing. I had always wanted to do *Spider-Man* or something. I did some stuff for Malibu. Then I stopped with comic books because I got busy here. With each of these characters I had developed an entire world that I wanted to tell. The only place I could tell it was in the ending sequence or in the attract-mode sequence which, unfortunately, doesn't get seen too often. Although we were getting tons of letters from people asking things like "Are there any members of the White Lotus Society hidden in the game (which was Liu Kang's group)?" It amazed us that all these players were so familiar with the story. I immediately said I wanted to do a comic book. I talked some people here into putting up the money and letting us produce a comic book that we sold through the game. The players could send in three dollars and receive the comic book. The comic did really well. Somebody at Malibu ordered the comic, and they expressed interest in doing it.

Sodaro: Do you have any input into the Malibu comic book?

Tobias: Yeah. I had a couple of conversations with Mark Paniccia the editor on the comic. We went back and forth, and we got a hold of Charles Marshall, the writer first. I had some pretty long phone conversations with him. In the final scripts that we approved, he hit it right on the head. I think he did an excellent job.

Sodaro: Would you have liked to have written or drawn the comic yourself?

Tobias: I would have liked to have but with what I do here I just don't have the time.

Sodaro: Will you be contributing covers or anything?

Tobias: I might. We talked about that a little bit although the artist who they have, Patrick Rolo, is excellent. I'd enjoy seeing him do the covers. Mark had asked if I had any interest in doing that so I might do a cover here or there. The first couple of issues that Malibu's going to put out are a re-telling of the comic book that I did. It was 16 pages and I did it in like two weeks. Marshall did an excellent job. He embellished it and added some things. I'm real excited about what they're doing. I just received the rest of Patrick's pencils for the first issue and they look excellent.

Sodaro: What are you working on now?

Tobias: Right now I just finished *Mortal Kombat II*, and I'm currently working on a comic we're going to be selling through the game, kind of like the first one we did.



what's **new**
at the **BU?**

**SO LITTLE TIME,
BUT WHO OWNS A WATCH?**

As I sit here and eat my breakfast of Good and Plenty's and Mountain Dew, I think back to what a crazy month this has been for all of us here in the Licensing Department. First there was the giant bat sighting, which most of us figured was a delusion brought on by sleep deprivation. Then there were radioactive ants in the kitchen, and let's not forget that strange cosmic meteorite that landed near the office. Were we just seeing things because we're around comics too much? Was it all the caffeine in our diet (I don't really think it's bad for you)? Is it true that staring at a computer all day will eventually erode that long, dangly thing that connects your brain to your spine? We just gave up trying to figure out what was going on and went back to work, producing (what I'm proud to say) a whole lotta great books.

Well, all you *Mortal K* fans should be doing backflips of joy this month. We've got the regular series kickin' along. Goro comes to

a close with its last issue before the *Tournament Edition*, a #0 issue with four short stories, plus other goodies, and a *Special Edition* of the first issue that includes an exclusive interview with the *MK* movie's director and producer. *Pant, pant!*

In the farthest reaches of space, or the "final frontier" as many of us know it, we've got three *Star Trek: Deep Space Nine* goodies: the spectacular second issue of the crossover, a special follow-up to the hit mini-series *Hearts and Minds*, and our 16th issue is written by the pen of *Star Trek* novelist, John Vornholt.

Of course the well received *Bruce Lee* series continues, and there's a Rock-It comic featuring

YES, written by none other than the same person who writes these What's New at the 'Bu columns.



MORTAL KOMBAT® #5,
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WEAR

ADDITIONAL CREDITS

MORTAL KOMBAT® #0

Cover art: Scott Sava. Cover design: Ty Bull.

[illegible]

Checklist number 1994

**STAR TREK:
DEEP SPACE NINE® #16:**
When Odo suspects Quark of
suspicious dealings, he enlists
his help to track down missing
Bajorans.

DEEP SPACE NINE™
STAR TREK:
THE NEXT GENERATION® #2:
The galaxy's greatest crossover continues with the help of Sisko and Picard, and DC Comics and Malibu!

**STAR TREK:
DEEP SPACE NINE®
LIGHTSPACE #1:**
Captain Kol and the crew of the
Klingon vessel, A'vwl (from the
hit *Hearts and Minds* mini-series),
are back! Plus, a special
interview with *STAR TREK* TV
series and movie alien designer,
Michael Westmore.

MORTAL KOMBAT® #5:
The Kombatants are caught in a game of life and death as the grand finale gets ever closer!

MORTAL KOMBAT®:
GORO™, PRINCE OF PAIN #3:
Goro and the MK II characters
get ready to battle the gang from
MK I.

MORTAL KOMBAT® #0:
Featuring four short stories of the world's greatest fighting champions, an interview with the game's co-designer and a groovy cover gallery.

MORTAL KOMBAT® #1
THE SPECIAL EDITION:
Sonya, Kano, Johnny Cage, Sub-Zero and the rest of the Kombarants find themselves on a journey none may come back from. Also, an exclusive interview with the movie's producer and director.

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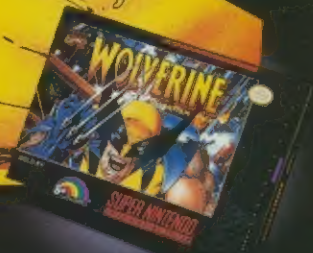
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